

# BROKEN

**What're you trained to do, in general, and as an investigator?** *Work homicide, FBI profiler, fix computers, appreciate the high life*

**What're you naturally good at?** *Strong; fast; staying cool under pressure*

**What do you do now?** *Work for the vampire Council; scrounge for spare change; buy low, sell high, not always legally*

Pick your investigative training, the way you solve mysteries, first; it starts at rank 3.

Divide five more answers among the three questions, however you want, but answer each at least once. These answers start at rank 1.

Pick a motivation. Pick two if you want. Motivations aren't ranked.

Choose a supernatural track or define a new one. One is plenty; take two if you want things complicated.

When you ask a question in play, this is where you'll find the answers.

Go with your gut instinct; don't linger. Be generous. If you're not sure what happens next, ask the oracle or play an open-ended move.

## COMPLICATIONS

	Complication	Problem
1	someone's hurt	you're hurt
2	attract unwanted notice	be put in a spot
3	one of your answers hinders	one of your answers hurts
4	emotional connection	physical connection
5	secret revealed	weakness revealed
6	lose advantage	gain disadvantage

*broken* is by Tam H. • Inspired by *Heartbreaker World* • *Urban Shadows*  
• *Gumshoe* • *powered by the apocalypse*  
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**Your hero's competent, and can do what they set out to, given what they are, when they're unopposed.**

When it's **interesting if the hero succeeds or fails**, figure out what you want that's plausible and roll 2d6, then answer these questions.

- ◇ **Do I have the situational advantage here?** *High ground, surprise, leverage, recent experiences, upwind, suitable tools*
- ◇ **Do I have any innate abilities or natural gifts that help?** *Athleticism, quick reflexes, vampire strength, prodigal piano talent*
- ◇ **Do I have any skills, practical experience, or special training that helps?** *College degree, years on the force, ghost for decades*

For each "yes", add 1; if there's a "but" to the answer, as in "yes, my natural strength would help, but these broken ribs make it hard to even breathe", don't add anything.

If you answer "no and", as in "No, I don't have the advantage, and in fact, I'm at a clear disadvantage", subtract 1, down to -1.

## RESOLUTION

- On 12+, you succeed; choose a benefit as if you'd spent a point from an answer you used on this roll.
- On a 10+, you succeed.
- On a 7-9, choose success with complication or simple failure.
- On a 6-, you fail, and there's a new problem.

**When you resort to physical force to get what you want**, and the question "Am I will to hurt someone to get what I want?" to the list. Read the results are normal. On a 10+, you choose if you cause harm. On a 7-9, they'll also hurt you, which might mean damage or something else.

**When you push your luck**, mark boxes for a one-for-one bonus, up to +3 or the next event, whichever is less. When you mark all boxes to the left of an event, it happens.

After you determine a roll's result or when you don't know what should happen next, roll an open-ended move to push the story along.

## OPEN-ENDED MOVES

- 1 announce sudden danger or a new threat
- 2 offer a hard bargain or unpleasant choice
- 3 show a drawback to or new facet of an answer
- 4 draw a connection between two people, things, or events
- 5 reveal a secret or hidden agenda or well-laid trap
- 6 bring in someone interesting with an agenda

**Frame the first scene using a Critical Clue.**

Once per scene, when you roll with an investigative answer, you can opt to uncover a critical clue in the process. Read the result as usual. A scene doesn't end until you find that clue; it leads to the next scene.

You can spend a point from an answer as often as you want to purchase a related benefit.

## BENEFITS

- ◇ You know someone or are part of a group; this gets you an "in", a contact, or similar aid.
- ◇ Your action has an excessive or reduced effect; the NPC's not just impressed, they're in love, or the target's not dead, they're just unconscious.
- ◇ You succeed at a preparation, obviating a later danger or giving you the advantage later.
- ◇ Roll a subtle clue; play it later to change the fiction or dictate an NPC's action.

**Damage heals when the fiction says it does.**

Getting hit by a car might be 2-Dmg for a mortal psychic, but not even faze a vampire. Ask the oracle if you're not sure.

*1-Damage: bumps and bruises; an even fistfight, settled quickly †2-Damage: a bullet to the arm; a group beating; a supernatural punch †3-Damage: a tire-iron shattered limb, a beating by a supernatural; a bullet to the chest ◇ 4-Damage: a mess*

**If your hero's past dying, you decide if they get to go.**

You can push this responsibility off on the oracle, if you want. If your hero's just unconscious, roll a *Subtle Clue* to frame the next scene.

You get one point back in each answer when you take a good long break. You get all your points back when the story arc's finished.

**Your hero has the powers you'd expect.**

Watch for *mark* and *unmark* actions in the fiction; these are things your hero does that drag them down into the monstrous or help them regain control. If it makes sense in the fiction, you can mark boxes up to the next event to add +2 to a roll.

When you mark the last box to the left of an event, it happens. When the hero breaks, narrate a *crisis*, then roll to accomplish one of your unmark actions. Treat a failure as a success, but suffer a second crisis.

Universal Crises: hold someone's life in your hands • fill your damage track or get knocked unconscious • be reminded of your humanity

CRITICAL CLUE (3-)				
	Crime	Modifier	Modifier	Place
1	murder	fear	ransacked	diner
2	bribery	anger	lavish	apartment
3	theft or embezzlement	love	run-down	office
4	assault	hate	filthy	motel
5	hush money	want	high-end	warehouse
6	illicit wares	need	cared for	outdoor space

CRITICAL CLUE (4+)				
	Crime	Modifier	Modifier	Person
1	murder	fear	hidden	colleague or peer
2	torture	anger	pompous	friend or ex-lover
3	betrayal	love	needy	friend or crush
4	scandal	hate	self-destructive	hero or mentor
5	long con	want	wealthy	expert or witness
6	hypocrisy	need	reclusive	gangster or thief

Roll once to determine if it's a place or person. Then roll three times; choose the column the first two and use the last column the third. Interpret generously.

SUBTLE CLUE PART A			
	1-2	3-4	5-6
1	Seek	Fight	Question
2	Help	Hinder	Destroy
3	Change	Stop	Pursue
4	Hurt	Trade	Ambush
5	Redeem	Rebuke	Change
6	Adapt	Excise	Crush

SUBTLE CLUE PART B			
	1-2	3-4	5-6
1	Key	Danger	Darkness
2	Emotion	Reward	Passion
3	History	Person	Goal
4	Veil	Boundary	Secret
5	Injury	Revenge	Agenda
6	Mind	Heart	Body

MINOR CLUES		

DMG	Grazed	Beat Up	Pulped	Broken	Dying
	_____	_____	_____	_____	_____
	Answer			Rank	Curr
	_____			_____	_____
ANSWERS	_____			_____	_____
	_____			_____	_____
	_____			_____	_____
	_____			_____	_____
MOTIVES	Motivations				
	_____				
	_____				
	_____				
LUCK					

Once per scene, when you act towards a motive, mark it; on the fifth box, take an advance. If you act against a marked motive, you can replace it and take two more advances. If an answer or motive is lost in the fiction, erase it. If it's marked, clear it and unmark that many boxes from one other track. If you lose your last motive, pick a new one.

Advances: take a new answer at rank 1; add 1 to an answer's rank; add a motive; unmark any five boxes

**Note a thread when something strikes you as interesting. Look to your threads when you don't know what should happen next.**

### Investigative Training

Homicide detective, five years as an MP, former FBI profiler, beat cop, town busybody, won a Pulitzer, hunter cadre, lawyer, forensic artist

### Training

College degree in <field>, night classes, 15th century Italian nobility, family pack law, free-running, medical school, negotiation, appreciate the finer things in life, get a sense for people, work under pressure

### Natural Gifts

Strong, quick reflexes, tough, good-looking, being charming, relentless, superior hearing, well-built, perfect pitch, stubborn, brilliant, perceptive, athletic, hand eye coordination, figuring things out, arrogance

### Current Activities

Run errands for a patron, work retail, teach night classes, bouncer at a vampire bar, sell something, protect someone, work as a private eye, work cold cases, hang out at the beach, fix up my aunt's country estate

### Motivations

The greater good, saving my own skin, paying off a debt, figuring out who killed him, keep her from ending up like me, vengeance, one last big score, finding out why he did it, picking up the pieces, figuring out what's really going on, earning immortality, doing the right thing, justice

### The Oracle

Frame a yes or no question, then roll two different d6s. The first's "yes" on a 4+ or "no", on a 3-. The second's good news or a positive detail on a 4+, bad news or a negative detail on a 3-.

## DEMON

*Bargains give you power. Power to change reality in small ways, power to change yourself as you please. Too bad everything you touch is tainted.*

MARK Make a bargain (1); reveal your demon side (2); tempt (1)

UNMARK Complete a bargain (2); refuse your demon (3); be honest (1)

see overwhelming evil                      give in to temptation  
tempt or give in to temptation              ruthlessly pursue a goal at all costs  
revel in evil BREAK

CRISIS hurt someone badly for your own enjoyment • make a very unpleasant deal • participate with someone you've tempted

## GHOST

*Something anchors you to life, beckons you back from the misty spirit world. Why should they have warmth, life, when you lack both?*

MARK You can be heard or seen or touch/be touched (2); any two (1); manifest all three (3); ignore the demands of the real world (1)

UNMARK Connect with your anchor (1); visit your grave or deathsite (2); spend a few hours insensate (5)

go fuzzy & forget something                      lose your temper or  
compose                      when stressed, demanifest                      lash out at living  
become a maddened poltergeist BREAK

CRISIS smash something precious • run out of things to throw • have your anchor threatened

## HUNTER

*There's things out there that prey on the weak and the weak-minded, and you're the only one standing up for them. Even when they hate and fear you as much as any other predator.*

MARK Kill a supernatural (1); use a supernatural ability [3]; reject human company (1); let a supernatural hurt someone (2);

UNMARK Gratify a motivation (5); share intimacy (3)

disregard someone's safety                      a risk gets you into a  
bad position                      a risk gets you hurt                      a risk gets someone you  
care about hurt                      self-destructive bender BREAK

CRISIS notice the consequences • someone dies because you're not there • someone shoulders your burden and is crushed under it

## MAGE

*Crazy power, as long as you're willing to make a deal for it, sacrifice for it, kill for it. But it's like a drug and the best sex ever and you always want more.*

MARK Use your powers for something small, subtle, and temporary (1); any two of the three (3), just one (7), none (10)

UNMARK Perform a centering act (3); don't use magic for a day (7)

get snappish                      briefly lose control of the magic  
choose: backlash or lash out                      choose: major backlash or major lash  
out                      the magic overwhelms you BREAK

CRISIS use your powers selfishly to get what you want • alienate someone you care about • carelessly use up a valuable resource

## PSYCHIC

*Thoughts. Auras. Visions. You see things that aren't there and know things you shouldn't be able to. How long until you can't tell them from reality?*

MARK Actively seek out a vision (1); act to prevent a vision from coming true [1]; ward off mental intrusion (2)

UNMARK Meditate, yoga, center self (1); make a human connection (3)

unexpected, uncontrollable vision                      blinding headache  
nightmare that won't let go                      dire premonition; it happens now  
unending waking visions BREAK

CRISIS tell someone something terrible you've seen in a vision • break someone's trust in you with a secret • put yourself in danger because you can't distinguish between reality and visions

## UNREAL

*As long as you stay grounded, seek out the mundane, you'll stay Real enough to stay here. And with what waits for you back home, you'd better.*

MARK curse with bad luck (1); steal good luck (1); break a promise (3)

UNMARK food, tv (1); sports, meditation, sex, brawl (2); keep a difficult promise (3)

harder to affect the Real physically                      faded  
much harder to affect the Real physically                      almost insubstantial                      slip  
out of reality entirely BREAK

CRISIS be reminded of the mundane • someone comes to get you • your enemies strike

## VAMPIRE

*You're hypnotic. Dangerous. Seductive. And you take what you want. Sure, it's all about the blood, but the sex and the immortality and the strength? Those are good too.*

MARK Heal 1-Dmg fast (1); resist feeding (2); dominate (3)

UNMARK Drain (1); drain to brink of death (3); drain to death (7)

hurt someone unintentionally                      hurt someone unin-  
tentionally and enjoy it                      cross a line                      take what you want  
blood frenzy BREAK

CRISIS hurt someone you never would have in control • be confronted with a warding object • drink when you're already full

## WEREWOLF

*Hard to think with the moon coming up and your packmates calling, isn't it? Don't give in, unless you want to wake up muddy and bloody and full like last time,*

MARK Transform & heal all Dmg fast (3); fail to resist the change (2); kill and eat (1)

UNMARK Return to human (2); resist the change successfully (3)

lash out                      lose control briefly                      lose control  
badly                      transform on the spot                      the beast takes over BREAK

CRISIS wake up in a strange place • someone begs you to stop • no one is left alive

MARK \_\_\_\_\_ ( \_\_\_\_); \_\_\_\_\_ ( \_\_\_\_); \_\_\_\_\_ ( \_\_\_\_)

UNMARK \_\_\_\_\_ ( \_\_\_\_); \_\_\_\_\_ ( \_\_\_\_); \_\_\_\_\_ ( \_\_\_\_)

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_ BREAK

CRISIS \_\_\_\_\_ • \_\_\_\_\_ • \_\_\_\_\_